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### 1 [High dynamic range imaging](#)

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '0**

**Publisher:** ACM Press

Full text available: [pdf\(20.22 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the reasons that most image acquisition, processing, and display techniques use no more than eight channels. This course outlines recent advances in high-dynamic-range imaging, from capture to remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitors ...

### 2 [Facial modeling and animation](#)

Jörg Haber, Demetri Terzopoulos  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '0**

**Publisher:** ACM Press

Full text available: [pdf\(18.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-spring models, and ...

### 3 [Projectors: advanced graphics and vision techniques](#)

Ramesh Raskar  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '0**

**Publisher:** ACM Press

Full text available: [pdf\(6.53 MB\)](#)

Additional Information: [full citation](#)

### 4 [Real-time shading](#)

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '0**

**Publisher:** ACM Press

Full text available: [pdf\(7.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. The course has been redesigned to address today's real-time shading capabilities ...

## 5 Level set and PDE methods for computer graphics



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(17.07 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamics implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of different types of differential equations, e.g. the level set equation ...

## 6 Point-based computer graphics



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(8.94 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers present the concepts for the acquisition, representation, modeling, processing, and rendering of point samples along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

## 7 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug L. Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(17.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware, simulation techniques and the latest physics-based simulation techniques ...

## 8 Recovering photometric properties of architectural scenes from photographs



Yizhou Yu, Jitendra Malik

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available: [pdf\(367.09 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** BRDF, illumination, image-based rendering, photometric properties, photometric stereo, reflectance, sky model

## 9 Computer graphics: introduction



Adam Lake

May 1997 **Crossroads**, Volume 3 Issue 4

**Publisher:** ACM Press

Full text available: [html\(41.28 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

10 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support operations up to full IEEE floating point precision. High level languages have emerged for graphics making this computational power accessible. Architecturally, GPUs are highly parallel s ...

11 LightKit: A lighting system for effective visualization

Michael Halle, Jeanette Meng

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

**Publisher:** IEEE Computer Society

Full text available: [pdf\(633.08 KB\)](#) Additional Information: [full citation](#), [abstract](#)

LightKit is a system for lighting three-dimensional synthetic scenes. LightKit simplifies the task of producing visually pleasing, easily interpretable images for visualization while making it harder to produce the scene illumination distracts from the visualization process. LightKit is based on lighting design by artists and photographers and shown in previous studies to enhance shape perception. A key feature is natural overhead illumination of the scene, augmented ...

**Keywords:** Visualization, lighting design, light color

12 State of the art in Monte Carlo global illumination



Philip Dutré, Henrik Wann Jensen, Jim Arvo, Kavita Bala, Philippe Bekaert, Steve Marschner, Matt I August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(5.48 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Realistic image synthesis is increasingly important in areas such as entertainment (movies, sports games), design, architecture and more. A common trend in all these areas is the quest for more realistic images of increasingly complex models. Monte Carlo global illumination algorithms are the only ones that can handle this complexity. Recent advances in algorithms and compute power has made Monte Carlo algorithms very practical and a natural choice for most problems. The purpose of ...

13 A signal-processing framework for inverse rendering



Ravi Ramamoorthi, Pat Hanrahan

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available: [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Realism in computer-generated images requires accurate input models for lighting, textures and geometry. One of the best ways of obtaining high-quality data is through measurements of scene attributes from photographs by *inverse rendering*. However, inverse rendering methods have been largely limited to scenes with highly controlled lighting. One of the reasons for this is the lack of a coherent mathematical framework for inverse rendering.

for inverse rendering under general illumination conditions. Our ...

**Keywords:** BRDF, illumination, inverse rendering, irradiance, light field, radiance, signal processing, harmonics

14 Real-time volume graphics



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(7.63 MB)

Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

15 Hue-balls and lit-tensors for direct volume rendering of diffusion tensor fields

Gordon Kindlmann, David Weinstein

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

**Publisher:** IEEE Computer Society Press

Full text available: pdf(2.26 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the development of magnetic resonance imaging techniques for acquiring diffusion tensor fields in biological tissue, visualization of tensor data has become a new research focus. The diffusion tensor represents the directional dependence of water molecules' diffusion and can be represented by a three-by-three symmetric matrix. Visualization of second-order tensor fields is difficult because the data values are defined in three degrees of freedom. Existing visualization techniques are best at portraying ...

16 Precomputed transfer: Real-time BRDF editing in complex lighting



Aner Ben-Artzi, Ryan Overbeck, Ravi Ramamoorthi

July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3

**Publisher:** ACM Press

Full text available: pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current systems for editing BRDFs typically allow users to adjust analytic parameters while visualizing the results in a simplified setting (e.g. unshadowed point light). This paper describes a real-time rendering system that enables interactive edits of BRDFs, as rendered in their final placement on objects in a static scene under direct, complex illumination. All-frequency effects (ranging from near-mirror reflections and hard shadows to diffuse shading and soft shadows) are rendered using a ...

17 Model-based object recognition in dense-range images—a review



Farshid Arman, J. K. Aggarwal

March 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1

**Publisher:** ACM Press

Full text available: pdf(3.42 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The goal in computer vision systems is to analyze data collected from the environment and derive a meaningful interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the publications in each subtask pertaining to dense-range image object recognition ...

**Keywords:** 3D object recognition, 3D representations, CAD-based vision, dense-range images, scene understanding

18 Session II: Programming graphics processors functionally



Conal Elliott

September 2004 **Proceedings of the 2004 ACM SIGPLAN workshop on Haskell Haskell '04**

**Publisher:** ACM Press

Full text available: pdf(673.50 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Graphics cards for personal computers have recently undergone a radical transformation from fixed-function graphics pipelines to multi-processor, programmable architectures. Multi-processor architecture is advantageous for graphics for the simple reason that graphics computations are naturally conducive to stateless stream processing. They therefore parallelize easily and need no random access with its problematic latencies. This paper presents *Vertigo*, a ...

**Keywords:** 3D modeling, code generation, compilers, computer algebra, computer graphics, declarative languages, functional geometry, functional programming, graphics languages, graphics processing, evaluation, procedural geometry, procedural shading, shading languages

19 Visualization: Enhancing interactive particle visualization with advanced shading models



Christiaan P. Gribble, Steven G. Parker

July 2006 **Proceedings of the 3rd symposium on Applied perception in graphics and visualization APGV '06**

**Publisher:** ACM Press

Full text available: pdf(600.74 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Particle-based simulation methods are used to model a wide range of complex phenomena and dependent problems of various scales. Effective visualization of the resulting state should communicate changes in the three-dimensional structure, spatial organization, and qualitative trends within a scene as it evolves. We take steps toward understanding and using advanced shading models in the context of interactive particle visualization. Specifically, the impact of ambient occlusion ...

**Keywords:** ambient occlusion, diffuse interreflection, local shading, particle visualization

20 Technical session 8: compression, streaming, and retrieval of 3D objects: Optimized mesh representation and multiplexing for progressive textured model transmission



Sheng Yang, Chao-Hua Lee, C.-C. Jay Kuo

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

**Publisher:** ACM Press

Full text available: pdf(2.55 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An optimized scheme of multiplexing coded mesh and texture data to facilitate progressive transmission of textured models is proposed in this work. The mesh and texture data of a 3D textured model are processed by respective compression modules and represented by a series of levels of details. Then, for a given rate-distortion surface can be generated based on the multiplexing of mesh and texture data in different levels of details. The distortion is calculated by measuring the visual ...

**Keywords:** mesh-texture multiplexing, progressive transmission, rate-distortion surface

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